



Monk 1
CLASS & LEVEL

Half-Orc
RACE/ANCESTRY/HERITAGE

Hermit
BACKGROUND

STR
+2
14

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE
14 +2 30 ft.

SPEED

SAVING THROWS

+4 Strength Saves *
+4 Dexterity Saves *
+2 Constitution Saves
-1 Intelligence Saves
+2 Wisdom Saves
+0 Charisma Saves
* Prof. bonus added

DEX
+2
15

CON
+2
14

INT
-1
8

WIS
+2
14

CHA
+0
10

Armor Worn: none (Unarmored Defense)

HIT POINTS HIT DICE
10 1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Martial Arts. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d4+2 bludgeoning damage. Can also make unarmed strike as bonus action.

Dart. *Ranged Weapon Attack:* +4 to hit. *Hit:* 1d4+2 piercing damage. (Normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Martial Arts During A Turn: Counting actions and bonus actions, make two unarmed attacks or one weapon attack plus one unarmed attack in turn. (Opportunity attack is a separate reaction, do once per round.)

RACE

Half-Orc Traits [PHB p. 40]

- Creature Type: Humanoid
- Age: 26 years old
- Medium Size (5' 4", 147 lbs.)
- Darkvision (60 feet)
- Menacing (Intimidation)
- Relentless Endurance (0 h.p. to 1 h.p.)
- Savage Attacks (extra damage on crit)

CLASS

Monk Class Features [PHB p. 76]

- Unarmored Defense (AC)
- Martial Arts (1d4, bonus attack)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: ten (10) darts, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 8.5 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 1 gold pieces (gp); 7 silver pieces (sp); 32 copper pieces (cp); 4 gems (worth 10 gp each)

Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Seeks to commune with nature. Perky personality.
- **Ideal:** Truth unlocks cosmic power.
- **Bond:** In hiding from enemies.
- **Flaw:** Disturbing eating habits.

PROFICIENCIES & LANGUAGE

Armor: none

Weapons: simple weapons, shortsword

Tools: calligrapher's supplies, herbalism kit

Saving Throws: Strength, Dexterity

Skills: Acrobatics, Intimidation, Medicine, Religion, Stealth

Languages: Common, Dwarvish, Orc